

## CLAIMS

What is claimed is:

1           1.     A method for selectively storing a show associated with a broadcast  
2 channel capable of being received and displayed by an entertainment system, the  
3 method comprising:  
4         receiving programming data associated with the channel;  
5         displaying a show associated with the channel;  
6         displaying a menu associated with storing of the channel in memory;  
7         selecting to load the programming data of the channel into memory of the  
8 entertainment system; and  
9         loading the programming data associated with the channel into the memory.

1           2.     The method of claim 1, wherein the selecting to load includes  
2 specifying that the channel is to be added to a list of stored channels.

1           3.     The method of claim 2, further comprising removing a current channel  
2 from the list of stored channels.

1           4.     The method of claim 1, further comprising selecting for display, a list  
2 of stored channels and displaying the list of stored channels.

1           5.     The method of Claim 4, further comprising navigating through the list  
2 of stored channels.

1           6.     The method of claim 1, wherein receiving programming data  
2 comprises receiving a digital bit stream including the programming data and  
3 sensory data corresponding to the programming data.

1           7.     The method of claim 1, wherein selecting to load the programming  
2 data comprises:  
3           executing software by a central processing unit, implemented within the  
4 entertainment system, to produce a screen menu; and  
5           selecting an option icon of the screen menu to prompt selection of the channel  
6 for storage in memory.

1           8.     The method of claim 7, wherein loading the programming data into  
2 memory includes loading the channel number information and source of the channel  
3 into memory.

1           9.     The method of claim 7, further comprising:  
2           selecting for display, a list of the stored channels;

3 selecting an option to cause a broadcast receiver to tune to a channel in the  
4 list of the stored channels to broadcast a show corresponding to the channel.

1 10. The method of Claim 7, further comprising:  
2 selecting an option to exit the screen menu.

1 11. An entertainment system comprising:  
2 a display monitor; and  
3 a broadcast receiver coupled to the display monitor, the broadcast receiver  
4 including  
5 a front-end unit capable of receiving programming data associated  
6 with a show broadcast for viewing on the display monitor,  
7 a memory, and  
8 a central processing unit coupled to the memory, the central  
9 processing unit coupled to receive programming data associated with a  
10 broadcast channel, the central processing unit to execute software to load  
11 programming data associated with the channel into the memory.

1 12. The entertainment system of claim 11, wherein the central processing  
2 unit executes software to display a screen menu on said display monitor, the screen  
3 menu including an icon selectable to add a current channel to a list of channels  
4 stored in said memory.



